



MEMORY MAP												DATA											FUNCTION			
HEXADECIMAL	A15	A14	A13	A12	A11	A10	A9	A8	A7	A6	A5	A4	A3	A2	A1	A0	R/W	D7	D6	D5	D4	D3	D2	D1	D0	
0000-03FF	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	PROGRAM RAM (1K)
0800	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	R	R	R	R	R	R	R	R	D	RIGHT COIN SWITCH
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										CENTER COIN SWITCH
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										SLAM SWITCH
0A00	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										SELF TEST SWITCH
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										DIAG STEP SWITCH
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										HALT
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										3 KHZ
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										OPTION SWITCH INPUTS
0C00	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	OPTION SWITCH INPUTS
1000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R	W	W	W	W	W	W	W	COIN COUNTER RIGHT	
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										COIN COUNTER CENTER
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										COIN COUNTER LEFT
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0										VIDEO INVERT X
1200	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0										VIDEO INVERT Y
1400	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0										VECTOR GENERATOR GO
1600	0	0	0	1	0	0	1	1	0	0	0	0	0	0	0	0										VECTOR GENERATOR CLEAR
1800-187F	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1										VECTOR GENERATOR RESET
																										AUXILIARY PCB ENABLE
2000-27FF	0	1	0	0	0	A	A	A	A	A	A	A	A	A	A	A	D	D	D	D	D	D	D	D	VECTOR RAM (2K)	
2800-2FFF	0	1	0	1	A	A	A	A	A	A	A	A	A	A	A	A	D	D	D	D	D	D	D	D	VECTOR RAM/VECTOR ROM (2K)	
3000-3FFF	0	1	1	A	A	A	A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	VECTOR ROM (4K)	
5000-5FFF	1	0	1	A	A	A	A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	PROGRAM ROM (4K)	
6000-7FFF	1	1	A	A	A	A	A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	PROGRAM ROM (8K)	

## Sheet 2, Side A

### BATTLEZONE™

#### Game Microprocessor

#### Game Address Decoding Circuitry

#### Analog Vector-Generator PCB Power Input

#### Clock

#### NMI Counter

#### Power Reset and Watchdog Counter

#### Game Program Memory

#### Game RAM

#### Game Memory Map

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